

Welcome to the 2007 Carlsbad Invitational Seabreeze Tournament.

Thank you for selecting the Carlsbad Invitational Seabreeze tournament as one of your all-star tournaments for the 2007 season. We are delighted to welcome your teams, wishing them luck in the tournament, and hope your stay in Carlsbad is enjoyable. We have provided as much information in this packet as possible, and feel that most issues are fairly self-explanatory. Please read the following guidelines and tournament rules and do not hesitate to contact one of us if you have additional questions. We will do our best to provide an answer.

Sincerely,

Rob Zocco
Tournament Director
rzocco@gmail.com
619-921-5492

Michelle Pahl
Tournament Director
cvlkco@aol.com
760-594-4848

TOURNAMENT GUIDELINES

1. **REGISTRATION:** All teams must register at least one (1) hour before their first game. Each team must present the following at registration:
 - Team roster (Maximum 15 players)
 - Proof of ID - VTD Photo ID Cards (if available)
 - Birth certificates for each player on the roster. (if VTD Photo ID Cards not available)
 - Proof of InsuranceAll items above must be available for inspection at any time. No substitution of players will be allowed once the roster has been submitted. **NO EXCEPTIONS.**
2. There are **NO GAME APPEALS**. The umpires have the final say in determining the outcome of plays and games. No exceptions!
3. Noise-makers are **NOT** allowed during games. This would include bells, whistles, air horns or any other noise making device. Failure of fans to stop using noisemakers after being requested to do so will cause the game to be forfeited.
4. **Arguments or out of hand managers, coaches or fans may be ejected from the tournament. Failure of any person to reasonably control their behavior may result in a forfeit at the discretion of the umpire, Site Coordinator or Tournament Director.**
5. RV's will not be allowed in our parking lots. The lots are small and there is not ample parking for them. RV's may be parked on local streets where parking is permitted.
6. Please refrain from smoking at our ball fields. Your cooperation is appreciated.
7. Please read and adhere to all tournament rules.

Carlsbad Softball Association

Seabreeze Invitational Tournament Rules

2007

1. The 2007 ASA Rules will be in effect unless otherwise stated below.
2. No travel ball players allowed at this tournament. Any team found to have a travel ball player (practiced or played with a travel team after 4/01/07) on their roster will forfeit their right to play in the tournament. **NO REFUND WILL BE GIVEN.**
3. Official ASA approved softball bats must be used.
4. Softballs will be supplied by CSA and will be the only balls used.
 - o 8U – 10” Level 1
 - o 10U – 11” Level 2
 - o 12U & 14U – 12” Worth Dream Seam
5. Each team agrees to hold harmless any and all individuals, organizations, government bodies, the City of Carlsbad, Oceanside and Vista, and CSA from any injury that may occur due to participation in the tournament.
6. No jewelry or metal clips will be allowed to be worn during games. Hard plastic visors will not be permitted.
7. Pitching distances:
 - o 8U – 30 feet
 - o 10U – 35 feet
 - o 12U & 14U – 40 feet
8. Distance between all bases will be 60 feet, except for those specialized fields for 8U that may only accommodate 55 feet.
9. A coin toss will occur 10 minutes prior to the game which will determine the home team. A representative from each team must be present.
 - o Official score book will be kept at each dugout on the fence. The home team is official score keeper, book must be signed by both coaches and the umpire after the game is completed.
 - o It is recommended that each team keep their own score book and those scorekeepers compare scores each inning so any discrepancies can be dealt with immediately. Line up cards must include the following:
 - i. First initial
 - ii. Last name
 - iii. Uniform numberThe official score keeper (acting as a neutral party) may not announce out of order batting.
10. The FIRST team listed on the schedule will take the 3rd base dugout. The only exception will be for a team with back-to-back games.
11. Any team not prepared to play at game time shall forfeit the game. Teams are responsible for checking bracket boards for game times.

12. No new inning shall start after 1 hour 15 minutes. (start time for new inning begins when last out is made of previous inning.) If home team is winning, while at bat, and time expires, score stands – game over.
- Ties will stand in pool play.
 - Bracket play games will immediately go to international tie-breaker.
 - Championship game for 8U and 10U will be 6 innings (proceed to International tie-breaker if tied).
 - Championship games for 12U and 14U will be 7 innings (proceed to international tie-breaker if tied).
13. Short handed rule: Per ASA rules.
14. Courtesy runners: Per ASA rules (batting 9 only). If batting around, last out may be used as a courtesy for catcher and pitcher only.
15. Maximum runs per inning:
- 8U – (4) runs per inning. 10U and 12U– (6) runs per inning in both pool & bracket play.
 - 4th inning on, there will be no run limit for all divisions.
 - 8U Championship Game, 4 runs per inning. 4th inning on, no run limit.
 - 10U & 12U Championship Game no run limit.
 - 14U-no run limit.
 - Mercy Rule: 10 runs after 4 innings
16. 8U MODIFICATIONS:
- Must bat around. No DP/Flex. Free substitution policy.
 - Stealing: Stealing limited to ONE BASE PER PITCH.
 - 10 players are allowed in the field.
 - 3 outfielders and “rover” must start behind base bath until after pitch is released.
 - No dropped third strike or infield fly.
17. Home plate:
- 8U and 10U:
 - i. Home plate is “FROZEN” and runners can only advance home on batted balls, base on balls (with the bases loaded), or an umpire award.
18. **NO INFIELD PRACTICE WILL BE PERMITTED.** All pre-game practice should be conducted on grass area surrounding fields. Should a game be in progress, teams must remain outside the foul line.
19. **NO POST-GAME PITCHING CIRCLE CELEBRATIONS.** This will significantly impair the field maintenance crew’s ability to prepare the fields.
20. Batting: 10U, 12U and 14U have the option of the following:
- May bat around
 - Batting the starting lineup of 9 players (with substitutions).
 - Utilize the DP/FLEX player rule.
21. ASA re-entry rules apply with one exception: If an injury occurs and no one is left to re-enter, a player may re-enter to replace the injured player for defense only. Her turn at bat will be skipped without penalty.
22. **PROTESTS: ALL UMPIRE CALLS WILL BE FINAL. GAME PROTESTS WILL NOT BE CONSIDERED.**

Carlsbad Seabreeze Invitational 2007 Seeding Protocol

- Keep accurate scores of all games including:
 - Wins
 - Losses
 - Ties
 - Runs Allowed
 - Runs Scored

- After every team has played two games (except 14U Silver is 3 games):
 - The team with the most wins is seeded first
 - If there is a tie, the team with the most wins and the least runs allowed is first
 - If there is still a tie, the team with most wins, least runs allowed and most runs scored is first.
 - If there is still a tie, the Tournament Site Coordinator will flip a coin as a tie-breaker.

- Repeat the process for second, third, fourth, etc.

- Once all teams in the division are seeded, they will be placed on the proper position on the single elimination bracket.

- Winning teams will advance to the next game, losing teams are eliminated.